

GAME VARIATION

# THE SOCK RACE

## HOW TO PLAY

Count how many players on each team. Spin the Spinner this number of times to select the objects and create your Sock Race list. For Example: if there are 5 players on each team, spin the Spinner 5 times and write down the 5 objects.

## IT'S TIME TO GO RACING...

The first player on each team takes the sock and hunts for the first object.

As soon as a player finds the item they must keep hold of it and pass the sock to the next player on their team.

This second player now hunts for the second object and so on, until all the objects on the list have been found in order.

The first team to complete the list wins.



# WARNING:

**CHOKING HAZARD** – Small parts & small balls.  
Not for children under 3 years.



# INSTRUCTIONS



## NO REWINDS

Only pass the sock once you have found the correct item (even if the opposition has already found the object and passed their sock on). There is no going back.

⚠ **WARNING:** CHOKING HAZARD - Small parts



## MEETS CPSC SAFETY REQUIREMENTS.

- Remove all packaging before use. • Retain this information, addresses and phone numbers for future reference. • Content may vary from pictures. • Adult should periodically check this toy to ensure no damage or hazards exist, and if so remove from use.
- Children should be supervised during play.



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SPIN MASTER LTD., 225 KING STREET WEST, TORONTO,  
ON M5V 3M2 CANADA  
Imported into EU by SPIN MASTER INTERNATIONAL B.V.,  
Kingsfordweg 151, 1043 GR Amsterdam, The Netherlands  
Customer Service / service clientèle : 1-800-622-8339  
Email : [customercare@spinmaster.com](mailto:customercare@spinmaster.com)  
[www.spinmaster.com](http://www.spinmaster.com) / [www.spinmastergames.com](http://www.spinmastergames.com)  
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NORTH AMERICA • AMÉRIQUE DU NORD  
1-800-622-8339, [CUSTOMERCARE@SPINMASTER.COM](mailto:CUSTOMERCARE@SPINMASTER.COM)  
UK - 0800 206 1191, [SERVICEUK@SPINMASTER.COM](mailto:SERVICEUK@SPINMASTER.COM)  
IRELAND - 1800 992 249  
FRANCE - 0800 909 150, [SERVICEFR@SPINMASTER.COM](mailto:SERVICEFR@SPINMASTER.COM)

**WWW.SPINMASTER.COM**

AUSTRALIA - 1800 316 982, [customercare@spinmaster.com](mailto:customercare@spinmaster.com)

## CONTENTS

- 1 PAIR OF OFFICIAL SOCK GAME SOCKS
- 2 SETS OF 30 GAME ITEMS
- 2 SCORING COUNTERS
- SPINNER SCORE BOARD
- INSTRUCTIONS



AGE  
**8+**

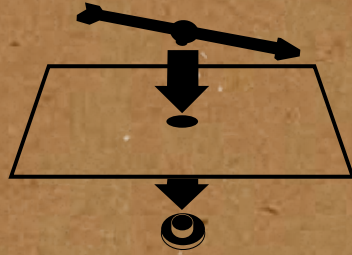


2 PLAYERS OR TEAMS

MADE IN CHINA

# HOW TO PLAY

**BEFORE PLAY:** Pop one identical set of 30 Game Items into each sock and attach the spinner to the Spinner Score Board.



Divide into 2 teams. Each team takes a sock of items. Choose a Scoring Counter and place it onto its starting space on the Spinner Score Board.

Pick a player from each team to go first and spin the Spinner to select an object.

Call out the chosen object and then... Ready, Steady, GO!

The first player to find and remove the object wins a point.

Only pull one object from the sock at a time. If you pull out the wrong object, return it to the sock and keep searching. After each round put the object back into the sock.

Pass the sock to the next team member and spin the Spinner to select the next item.

The first team to score 11 points wins (if a 2-player game, first to 5).

## PERSONALIZE YOUR SOCK GAME

MAKE THIS YOUR VERY OWN FAMILY VERSION OF THE SOCK GAME BY ADDING YOUR OWN OBJECTS!



- There are 4 blank spaces on the Spinner Score Board that allow you to customize your game.
- Choose 4 identical pairs of objects and add them to each sock.
- Write down your objects in the blank spaces on the Spinner Score Board.

**Note:** If you don't want to add your own items right now, you can still play right away! When the spinner lands on the blank spaces, the spinning player chooses the object.

## THE 3 NO'S OF THE SOCK GAME

If you are caught, it is an instant point for the other team.



### NO TWOSIES

Only one hand is allowed in the sock. You can use your other hand to feel for objects from the outside.



### NO TWITCHING

Stay in your blocks. False starts are strictly forbidden. Never have your hand in the sock before an object has been called.



### NO PEEKING

No rolling the sock down and taking a sneaky look inside.

## SPECIAL ROUNDS



### WRONG HANDED

If the Spinner lands here you must play the round using your wrong hand (i.e. if you are right handed, use your left hand). Spin the Spinner once more to select an item.



### FIND YOUR FEET

The Foot is a special item that earns you double points (i.e. 2 points instead of 1).



### PERSONALIZED ITEM

If the Spinner lands on a blank space you can either select any object from the board or one of your very own items that you can add to the game! (See PERSONALIZE YOUR SOCK GAME).